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ELECTRONIC

MARVEL™ SPIDER-MAN®

LCD VIDEO GAME

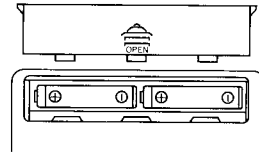
1 THE SPIDER-MAN ™ STORY

One of the tallest buildings in the world has been taken over by the Hobgoblin and his evil henchman. They have taken hostages and are systemically setting fires throughout the building to keep Spider-Man an arm's (and web's!) length away!

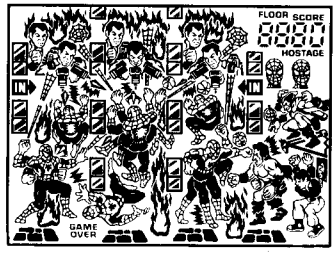
But there's a funny thing about your friendly neighborhood Spider-Man. He doesn't exactly like to take no for an answer! With your help, Spider-Man will climb, web-swing, and fight his way through 99 red-hot floors of violence. The fate of the hostages (and of Spider-Man himself) hangs in the balance!

2 INSERTING THE BATTERIES

To insert the batteries, remove the battery compartment cover at the back of the game. (To remove cover, push in direction of the arrow.)
Insert two "AA" batteries, UM-3 or equivalent (not included), making sure to align "+" and "-" as shown.
Do not use rechargeable batteries.



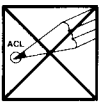
After battery insertion, the ACL switch may be pushed only if the game doesn't work properly. (Use a ball-point pen.) The display should appear as in the diagram below.



3 CAUTION

High temperature will destroy the unit. Do not leave unit in direct sunlight.

Do not press the liquid crystal display and avoid heavy shock or the display may fail.



Do not use a pencil or pin to press the ACL switch. Use a ball-point pen.

Clean only with a piece of soft dry cloth.

Replace batteries at the first sign of erratic operation.

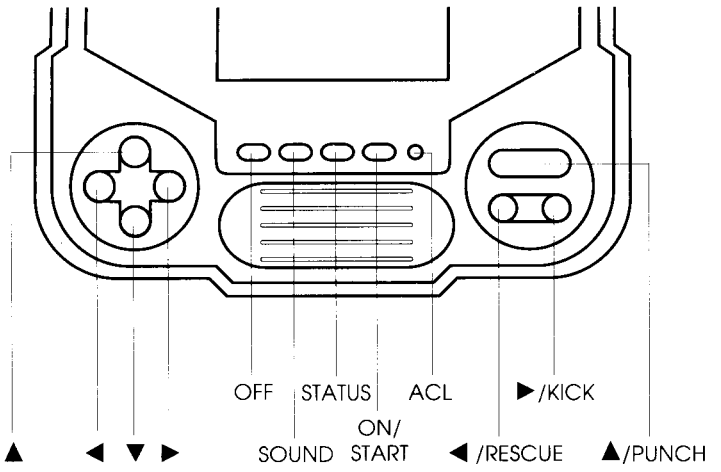
4 THE OBJECT OF THE GAME

To WIN the game, Spider-Man must survive enemy attacks for 5 stages and 99 floors of Spider-action!

You begin the game with 3 chances. You lose a chance whenever you are hit 8 times by your enemies. You lose the game if you lose all your chances!

As you move from floor to floor and stage to stage, move in through the window and save as many hostages as you can! But be careful—you will constantly be under enemy attack both outside the window and inside the building! Web-swing, punch, and kick your way to victory over Hobgoblin and his evil hostage-taking thugs!

5 CONTROL GUIDE



ON/START	—To turn on the unit. —To start the game. —To start each stage.
STATUS	—To check the status of rescue. Display will show the number of hostages rescued.
SOUND	—To control sound: on or off.
OFF	—To turn off the unit.
"▲"	—To move up.
"▶"	—To move right.
"▼"	—To jump down (when swinging).
"◀"	—To move left.
▲/PUNCH	—To fire web up. —To punch (when fighting inside the building).
▶/KICK	—To fire web to right. —To kick (when fighting inside the building).
◀/RESCUE	—To fire web to left. —To rescue hostages (after defeating enemies).

6 FEATURES

—5 stages of Spider-action!
—99 floors of climbing!
—unlimited supply of webbing!
—built-in sound
—sound on/off control
—maximum score retained
—built-in automatic power-off timer

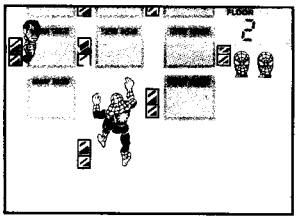
7 GAME SUMMARY

Fight your way through 5 stages and 99 floors of web-swinging action! Fire your web to attack your enemies as you are climbing up the building. Move through the window when you see the "IN" indicator light up! Protect yourself from your enemies by using your Spider-kick!

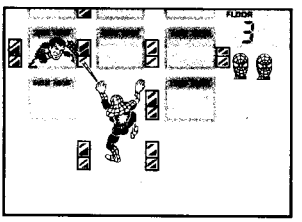
Defeat Hobgoblin inside the building, and rescue the hostages he's holding! Then move back out through the window and continue climbing in pursuit of other hostages needing your help on other floors! You score points each time you defeat an enemy or rescue a hostage!

You lose a chance whenever you are hit several times by an enemy. If you lose all 3 chances on a stage, you lose the game.

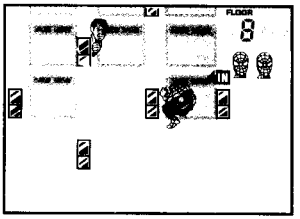
You WIN the game by climbing up all 99 floors (completing stage 5) and rescuing as many hostages as you can!



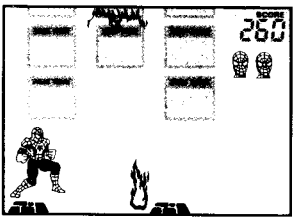
THE BUILDING HAS BEEN TAKEN OVER BY HOBGOBLIN AND HIS EVIL HENCHMEN! SPIDER-MAN MUST CLIMB THE WALLS IN SEARCH OF HOSTAGES!



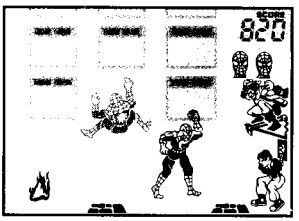
YOU CAN ATTACK ENEMIES BY FIRING WEBS AT THEM!



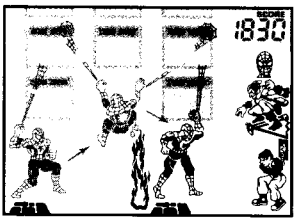
MOVE IN THROUGH THE WINDOW WHEN THE "IN" INDICATOR LIGHTS UP!



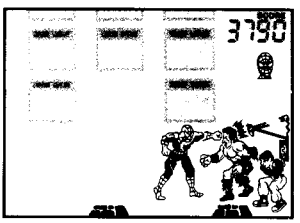
WATCH OUT FOR FIRE TRAPS!



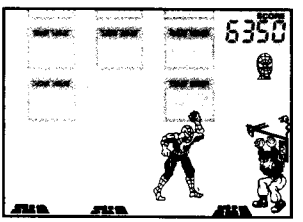
CLIMB THE WALLS AND GET IN POSITION TO ATTACK!



SWING INTO ACTION! SWINGING IS A 4-STEP ACTION! PRESS▲/PUNCH BUTTON TO FIRE YOUR WEBBING! THEN PRESS " ▶ " TO SWING RIGHT! NOW PRESS /KICK BUTTON TO FIRE WEB AGAIN!
PRESS " ▼ " TO LAND TO THE RIGHT!
(If you don't complete the above key sequence in time, you will swing back to the original position!)



YOU CAN ALSO PUNCH OUT HOBGOBLIN INSIDE THE BUILDING!



AFTER DEFEATING HOBGOBLIN, PRESS ◀/RESCUE BUTTON TO FREE THE HOSTAGE! THEN MOVE OUT THROUGH THE WINDOW AND SEARCH FOR OTHER HOSTAGES!

8 HOW TO PLAY

Press the ON/START button to turn on your Spider unit! You'll hear an "On" beep, and the maximum score is displayed.

Press the ON/START button again to begin from stage 1! You'll hear a "Game Start" tune, and the display will show stage 1. You start with values of 0 score, 0 hostages saved, and from floor 1.

There are 5 stages, and many hostages to save on each stage:

STAGE	FLOOR OF BUILDING	NO. OF HOSTAGES	FIRE
1	1-10	5	-
2	11-30	10	YES
3	31-50	15	YES
4	51-70	20	YES
5	71-99	25	YES

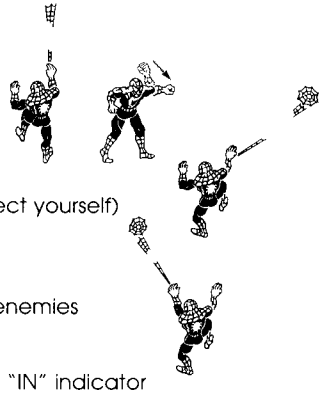
Winning a Stage/Winning the Game:
To win a stage, you must climb to the highest floor of each stage. You WIN THE GAME when you complete stage 5!

Spider Moves:
Use your directional buttons!
" ▲ " to move up.
" ▶ " to move right.
" ◀ " to move left.
" ▼ " to jump down (when swinging).

Control Your Spider Senses:
▲/PUNCH
to fire web up
or to punch when inside building.

▶/KICK
to fire web right (to swing or attack)
or to kick when inside building (to protect yourself)

◀/RESCUE
to fire web to left (to swing or attack)
or to rescue hostages after defeating enemies



Moving Through Windows:
Move in through the window when the "IN" indicator lights up! Defeat the Hobgoblin and rescue the hostage! Then move out through the window to continue your mission!

Attack and Defend:
Fire your web and punch to attack your enemies!
Dodge enemy pistol fire and kick to defend yourself!

Fires:
These creeps play for keeps! To slow you down, they've systemically set fires to floors! You have to swing over fires—even Spider-Man can't walk through fires!

Web-swinging:
It takes 4 button presses to complete a swing!

Press ▲ /PUNCH to fire web.

Then press " ▶ " to swing right.

Then press ▶ /KICK to fire web again.

Finally, press " ▼ " to land on right.

(If you don't complete the above key sequence in time, you will swing back to the original position!)

Scoring:

HENCHMAN	20 POINTS
HOBGOBLIN	50 POINTS
HOSTAGES	50 POINTS

As you can see, you score points each time you defeat Hobgoblin or one of his henchman. You also score points each time you rescue a hostage!

The DISPLAY will show the floor number when Spidey is climbing up the building. However, when you move through the window, the DISPLAY will show your score!

The DISPLAY will show the number of hostages you've rescued each time you rescue another one!

You can press the STATUS button at any time (including the pause between stages)to examine the number of hostages you've rescued!

The game pauses after each stage and the next stage number is displayed.

Press the ON/START button when you're ready to begin the next stage of Spider action!

Chances:
~~You start the game with 3 chances.~~
You lose a chance whenever you're hit 8 times by an enemy!
THE GAME IS OVER if you lose all your chances!

After a GAME OVER, press the ON/START button to begin a new game from stage 1!

Press the SOUND button when you wish to climb, swing, and fight in silence! Press it again to regain all the sounds of your Spider-Man adventure!

Press the OFF button to turn off the unit when you're finished playing. But don't worry if you forget because the game has a special Spider sense which automatically shuts off the game after about 3 minutes of non-action!

9 DEFECT OR DAMAGE

If a part of your game is damaged or something has been left out,DO NOT RETURN THE GAME TO THE STORE. The store doesn't have replacement parts. Instead, write to us at:
TIGER ELECTRONIC TOYS REPAIR CENTER
980 Woodlands Parkway,
Vernon Hills, Illinois 60061, U.S.A.

In your note, mention the name of your game, the game's model number, and tell us briefly what is the problem. Also include sales slip, date and place of purchase and price paid. We will do our best to help.

10 90-DAY LIMITED WARRANTY

Tiger Electronic Toys warrants to the original consumer purchaser of any of its electronic games that the product will be free of defects in material or workmanship for 90 days from date of purchase.

During this 90-day warranty period the game will either be repaired or it will be replaced (at our option) without charge to the purchaser, when returned either to the dealer with proof of the date of purchase, or when returned prepaid and insured with proof of date of purchase, to Tiger Electronic Toys, 980 Woodlands Parkway. Vernon Hills, Illinois 60061, USA.

Units returned without proof of the date of purchase, or units returned after the 90-day warranty period has expired, will be repaired or replaced (at our option) for a service charge of US$12.00. Payment must be made by check or money order. This non-warranty service will only be available for one year from the date of purchase. All non-warranty units must be returned postage paid and insured to TIGER ELECTRONIC TOYS, REPAIR CENTER, 980 WOODLANDS PARKWAY, VERNON HILLS, ILLINOIS 60061, USA.

Tiger Electronic Toys will not be liable for loss of use of the product or other incidental or consequential costs, expenses, or damages incurred by the purchaser. Any implied warranties are limited in duration to the 90-day period from the original date of purchase.

This warranty gives you specific legal rights and you may also have other rights which vary from state to state so the foregoing limitations may not apply to you. This warranty does not cover damage resulting from accident, unreasonable use, negligence, improper service or other causes not arising out of defects in material or workmanship.

HOW TO GET SERVICE FROM THE TIGER ELECTRONIC TOYS REPAIR CENTER ON YOUR ELECTRONIC GAME DURING AND AFTER THE 90-DAY WARRANTY PERIOD. During the 90-day warranty period, you may have a defective game replaced at the dealer from which it was purchased. If, however, during the 90-day warranty period, you choose to obtain repair or replacement from the Tiger Electronic Toys Repair Center, please make the arrangements described below:

1) Pack the game carefully in the original box. If the game box is not available, use a good carton with plenty of newspaper, foam or other padding all around and tie it securely.
2) Carefully print on the box or carton the following name and address
TIGER ELECTRONIC TOYS,
REPAIR CENTER
980 Woodlands Parkway,
Vernon Hills, Illinois 60061, USA.
Also, don't forget to show your return address.
3) Put parcel post stamps on the package; insure the package, then mail.

After the 90-day warranty period and up to one year from the date of purchase, do all of the above PLUS enclose your check or money order for US$12.00 payment for the repair service.